

2014

Anime movies and series



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Dedication

I want to thank my father - God bless his soul - and mother for their support during my life, especially when it comes to education. I am really grateful for my friends whom helped me during this study. I also thank Arimi matsumoto - my friend from Indonesia - for her help and for being there for me when I need to talk to someone.

To all of you I dedicate this research paper.

Acknowledgment

I'm deeply grateful to my supervisor Dr. KOUBALI Jamal, for his guidance, patience and support. I consider myself very fortunate for being able to work with a very considerate and encouraging professor like him. Without his offering to accomplish this research, I would not be able to finish my study at the University Sultan Moulay Sliman faculty of literature and human sciences.

General introduction

I did this research because a lot of people start watching anime, while other still believe that animation is only for children and do not suit adults. This research paper's aim is to correct that misunderstanding and show everyone that reads it the magnificent and wild world of animation.

It will also contain the opinions and experiences of actual people concerning animation movies and series.

I hope that this research paper will persuade some people to at least try watching animation because it entertaining and also educational , am not targetting adults or academic readers but also children and I recommend that parents read this paper in order to understand what kinds of animation should their children watch and what kinds they should avoid.

Chapter one

Animation series

I. Introduction

Anime is the word for the Japanese cartoons but is not as United States cartoons. Anime is the term used in Japan to refer to animation in general. This is directed to all the public, from kids to teens and adults. Its content ranges from love, adventure, science fiction, children's stories, literature, sports, fantasy, and eroticism and too many others. The anime is traditionally hand drawn, but now it has become commonplace in computer animation and are televised. In nowadays it becomes popular around the world. And many people are adopting the customs events and traditions like Japanese otaku parties,.

II. The history of anime

The history of anime began at the start of the 20th century, when Japanese filmmakers experimented with the animation techniques that were being explored in the West. The first generation of animators in the late 1910s included Ōten Shimokawa, Jun'ichi Kōuchi and Seitaro Kitayama, referred to as the "fathers" of anime. During World War II, propaganda films such as *Momotarō no Umiwashi* (1943) and *Momotarō: Umi no Shinpei* (1945) were made, the later being the first anime feature film. During the 1970s, anime developed further, separating itself from its Western roots, and developing distinct genres such as mecha and its Super Robot sub-genre. Typical shows from this period include *Lupin III* and *Mazinger Z*. During this period several filmmakers became famous, especially Hayao Miyazaki and Mamoru Oshii.

In the 1980s, anime was accepted in the mainstream in Japan, and experienced a boom in production. The rise of *Gundam*, *Macross*, *Dragon Ball*, and the Real Robot and space opera genres set a boom as well. The film *Akira* set records in 1988 for the production costs of an anime film and went on to become a success worldwide. Later, in 2004, the same creators produced *Steamboy*, which took over as the most expensive anime film. *Space Battleship Yamato* and *The Super Dimension Fortress Macross* also achieved worldwide success after being adapted respectively as *Star Blazers* and *Robotech*.

The internet also led to the rise of fansub anime. *Spirited Away* shared the first prize at the 2002 Berlin Film Festival and won the 2003 Academy Award for Best Animated Feature,

While *Innocence: Ghost in the Shell* was featured at the 2004 Cannes Film Festival.

*When machines learn to feel,
who decides what is human...*

IN THEATERS SEPTEMBER 17

GHOST IN THE SHELL 2: *INNOCENCE*

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www.gofishpictures.com/GITS2

III. Terminology

While "anime" in Japan refers to all animated productions, English dictionaries define the word as *Japanese style of motion picture animation*. The word anime is said to have been derived from the French term *dessin animé* while others claim that it was used as an abbreviation during the late 1970s. The word "Japanimation" was also in vogue in the 70s and 80s and referred to anime produced in Japan.

Cartoon, on the other hand, was initially used as a model or study for a painting. Derived from the word "karton" meaning strong or heavy paper, these were depicted by great artists like Leonardo da Vinci and gained appreciation in their own right. Over the turn of the centuries, the term cartoon was distanced from its original meaning and used excessively to define a humour picture with a caption or a dialogue.

IV. Anime vs. cartoon

Japanese style anime is different from regular cartoons. While both are caricatures that may be animated, anime usually has visually distinct features for characters and topics/themes.

1. Visual characteristics:

Anime: Distinct facial expressions. Physical features of characters are, on the whole, closer to reality than cartoons.

Anime illustrations are known to be exaggerated as far as physical features are concerned. Usually, one can differentiate an anime by observing the physical traits of the characters which would include "large eyes, big hair and elongated limbs" e.g.

Amano Ginji from the anime “Get Backer’s”:



Cartoon: Characters usually have features that are not relative to the rest of the body and therefore further from reality than anime.

Striking resemblances to humans can be spotted in various cartoons. However, cartoons are still caricatures; so they often diverge from reality

e.g. Marge Simpson's hair



Another visual difference is the “OLD MAN” style: In cartoons the old man character is usually small and powerless, he might be wise or totally stupid as a result of aging; for example: the



Simpson's elder

In anime the old man is either strong physically, his muscles are obvious and well-shaped, or spiritually stable, he might look skinny or far old but his “KI” is strong and stable,

For example: Netero from the anime

“HUNTERxHUNTER”



2. Themes / Topics:

Anime concentrates mostly on life issues or things tied closer to human emotion and it has more violent and sexual themes.

For example: DEATH NOTE anime.

A cartoon is generally made to make people laugh and so it is more comical.

For example: TOM & JERRY cartoon.

3. Other reason:

Another reason why people argue that cartoons are different from anime is because cartoons are usually perceived as children material whereas anime can extend their demographic reach to other age groups and areas. Mostly, you see this idea perpetuated by the fact that anime usually contains deeper themes and subject matter. For the greater part starting with their visual illustrated companions, most cartoons contained: political, religious, and often times, undeniable racism. Of course, most these messages are hidden and carefully cloistered and unrecognizable to children.

Example: the Simpsons cartoon



V. Anime genre

Everyone has a favorite genre, or set of them. Depending on which ones you prefer you can get a faint glimpse of whether you will enjoy a production or not. We are all familiar with the basics: comedy, drama, science fiction, action, romance.... but are there any other genres which are unique to a subculture? Yes there is, and that's from anime.

In this article I aim to help you understand each one, and give you an example of a show you may like to watch from that category.

Harem: The word harem comes from the Egyptian word “harim” which means “women”. In anime, the genre is the plot set up of “one guy surrounded by lots of girls”. In a similar vein, “reverse harem” refers to an anime where there is “one girl surrounded by lots of guys” – to me that seems more realistic! Harem is often criticized because of the cookie-cutter characters (the loud one, the quiet one, the mysterious one, the childhood friend...etc.) and lack of interesting plot like the anime *Shuffle!* (2005). To me, once you've seen one harem, you've seen them all. Most of the jokes get repeated from show to show.

Mecha: The word ‘mecha’ is a shorter version of the word “mechanical”, which was coined by Japanese as the word ‘meka’. It refers to the science fiction sub-genre of ‘giant robots’, and has been around since 1956 with the release of the manga *Tetsujin 28-go*. The mecha genre is often mixed together with shounen and action shows. There are a few key mecha franchises which have made a

large impact on the anime world today; for example: *Gundam*, I like *Gundam wings*, has been around since the 80's.

***Shounen*:** On many websites this is considered a genre; however it is more accurately described as a *target audience*. “Shounen” is Japanese for ‘boy’, so it is anime aimed at kids who like action.... which is, you guessed it, more likely to be the male audience. This “genre” represents nearly every single anime which has made it to TV - *Naruto*, *Inuyasha*, *One Piece* or *Pokémon*. Common traits of *shounen* anime are: a male lead character, a tournament set-up, and a story that goes on forever (not always the case though).

***Shojo* :** Shojo is *Shounen*'s twin. It is the word for a show aimed at the opposite gender: the female race! A few shojo shows have made it to our TV screens – the only one I can think of is *Fruits Basket*. There are a few things to highlight about *Shojo*. It is somewhat ironic that some *Shojo* will be action orientated like *shounen*, except it will have a female lead. Otherwise most shojo has little action, and is focused on comedy, drama or romance.

***Moe*:** There has been much debate about this ‘genre’. On one hand it means “a passionate, obsessive love for a fictional character”, on the other hand, it is used as a genre for ‘obscenely cute girls’. You’d think cute girls aren’t a genre, but somehow it has become so. Many of the video game in japan has been labelled with the word ‘Moe’ – characters that are entertaining because they make you melt in sheer adorableness. That has been my understanding of it. There seems to be a cross over with *Moe* and *slice of life* genres.

***Slice of life*:** *Slice of Life* describes anime which focuses on day to day activities. There is usually some cross over with the ‘coming of age’ theme. Roll your eyes if you like – I have found *Slice of*

Life to be entertaining in small doses, but if it is the main focus of the show I fall asleep. I don't need to watch someone run their daily life – I am already doing that! While it is dominantly called a comedy, the undertones of slice of life are more realistic than any other show I have seen so far (more so than *Fruits Basket* or *CLANNAD*). While it deals with a specific group of people (probably anyone who has read this paragraph), the mixture of brilliant characterization and easy-listening soundtrack brings it to life.

Hentai: is a kanji compound of “Hen”: strange, weird or change and “Tai”: appearance or condition. It refers to anime that contains direct sexual scenes and full of violence (sexually). One of the hentai anime is “*Bible Black*”.

VI. The cosplay

When a movie or a TV show gets a high rating and a very big audience there will be toys like the character and video game based on the story and events of that movie ; successful anime series and movie have all of that plus what is called the *cosplay* . In japan as in some other countries there is a cosplay festival when humans dress like anime character. It is a kind of publicity; for me I like to see cosplay shows because they give me a new way of seeing my favourite characters.

Some wallpapers of cosplay costumes: From the anime: Pokémon



Chapter two

Animation movies

I. Introduction

Animated Films are ones in which individual drawings, paintings, or illustrations are photographed frame by frame (stop-frame cinematography). Usually, each frame differs slightly from the one preceding it, giving the illusion of movement when frames are projected in rapid succession at 24 frames per second. The earliest cinema animation was composed of frame-by-frame, hand-drawn images. When combined with movement, the illustrator's two-dimensional static art came alive and created pure and imaginative cinematic images - animals and other inanimate objects could become evil villains or heroes.

II. History

The inventor of the viewing device called a *praxinoscope* (1877) , French scientist Charles-Emile Reynaud, also created a large-scale system called *Theatre Optique* (1888) which could take a strip of pictures or images and project them onto a screen. He demonstrated his system in 1892 for Paris' Musee Grevin - it was the first instance of projected animated cartoon films (the entire triple-bill showing was called *Pantomimes Lumineuses*), with three short films that he had produced: in order:

- "Pauvre Pierrot" (Poor Pete) - the only surviving example (500 frames)
- "Le Clown et Ses Chiens" (The Clown and His Dogs) (300 frames)
- "Un Bon Bock" (A Good Beer) (700 frames)

III. Computer Generated Imagery (CGI)

Instead of pen and ink, animators working with Computer Generated Imagery (CGI) use a variety of computer hardware and software tools. Rather than sketching out characters and objects like traditional animators, computer animators build a three-dimensional “model” that can be viewed from different angles.

CGI was first used to create special effects in live-action films and to make short animated films, cartoons and commercials. *Toy Story* (1995) was the first full-length, totally computer animated film. Early computer animation was sometimes criticized for looking crude or lifeless, but technical advances make contemporary CGI animation more convincing. Using

CGI, animators can reproduce the look of most traditional animation techniques. *Toy Story*, for example, looks similar to stop-motion puppet animation, *South Park: Bigger, Longer & Uncut* (1999) uses software to simulate paper cut-outs while *The Lion King* (1994) combines CGI and hand-drawn animation

IV. Who Makes the Best Animated Movies?

After enjoying success with *Rango*, an animated movie about a chameleon, *Paramount Pictures* has decided to start making more cartoons. There's big money to be made in animation. When I heard the news, I started thinking about which company is the best in the field. Before we jump the gun and prematurely assume that the answer will be Pixar, let's look at the products that each studio has delivered.

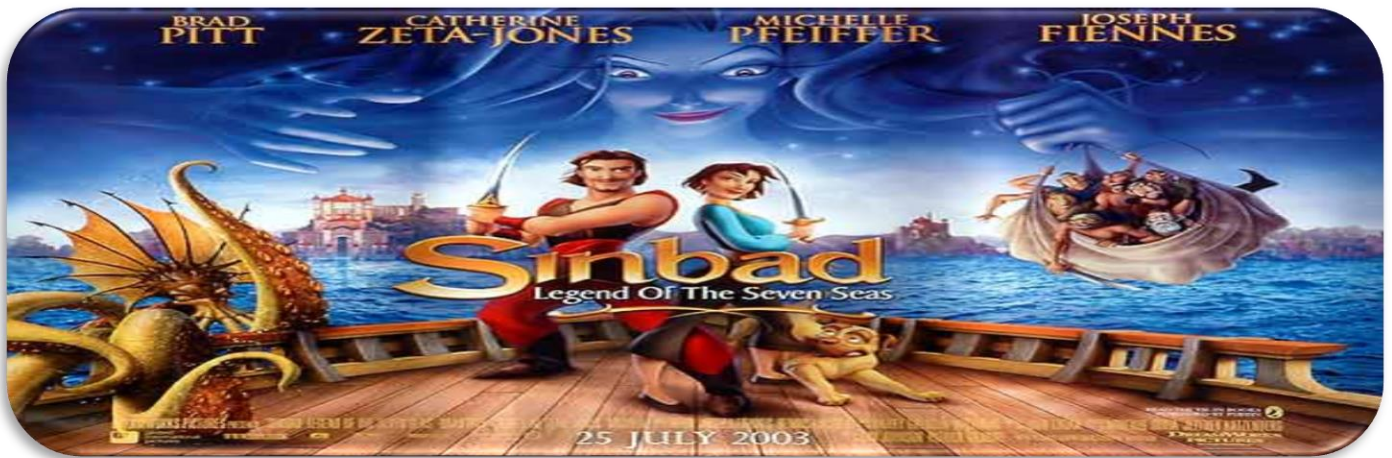


It's easy to see why *Paramount* would suddenly have animation fever --*Rango*, directed by Gore Verbinski, was a surprise hit. Even though it had an all-star voice cast (Johnny Depp, Isla Fisher, Abigail Breslin, Alfred Molina, Harry Dean Stanton, Timothy Olyphant, Ned Beatty, and Bill Nighy), its blockbuster success creped seemingly out of nowhere. Who would have imagined that a Western-themed computer-generated cartoon about a pet chameleon stranded in the Mohave Desert would become such a hit? Worldwide, *Rango* has made over \$240,000,000 -- a phenomenal number for a movie with little advance buzz, released in the usually slow period of early March.

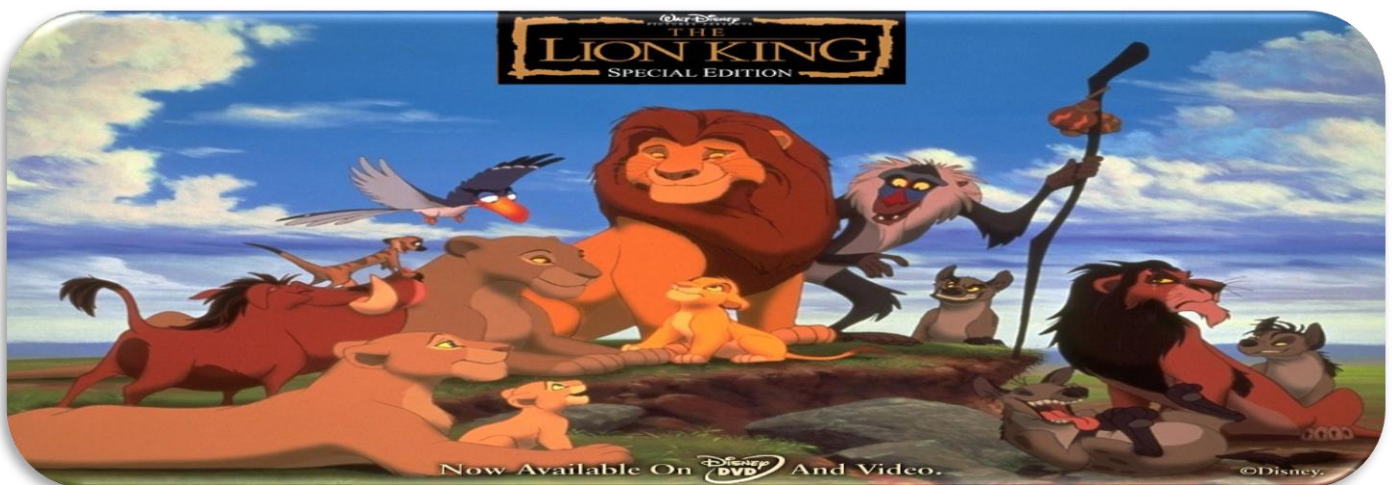
Even though *Pixar* is without a doubt the golden child of animation companies, with a string of critical and financial champions (*Toy Story*, *A Bug's Life*, *Toy Story 2*, *Monsters Inc.*, *Finding Nemo*, *The Incredibles*, *Cars*, *Ratatouille*, *WALL-E*, *Up*, *Toy Story 3*, and *Cars 2*), other studios have shown that they are not ready to give up the fight, producing some excellent feature length cartoons of their own.



DreamWorks has proven to be one of the best, creating some of the finest examples of the genre in recent memory: *Antz*, *The Road to El Dorado*, *Chicken Run*, *Shrek*, *Spirit: Stallion of the Cimarron*, *Sinbad: Legend of the Seven Seas*, *Madagascar*, *Kung Fu Panda*. With Steven Spielberg, Jeffrey Katzenberg, and David Geffen in charge, *DreamWorks* will continue to offer top-notch animated entertainment.



Disney, of course, is the other big player in the arena and should never be counted out. Sure, its glory days seem like ancient history -- can any studio replicate the classics of Walt Disney's peak years -- *Snow White and the Seven Dwarfs*, *Pinocchio*, *Cinderella*, *Alice in Wonderland*, or *Peter Pan*? Disney itself came close with its second Golden Era -- *Beauty and the Beast*, *Aladdin*, *The Lion King*, *Pocahontas*, and *The Hunchback of Notre Dame*. Impressive! *Disney* continues to show that it will not surrender its crown lightly -- its recent animated line-up has included *Dinosaur*, *Atlantis: The Lost Empire*, *Lilo and Stitch*, *Treasure Planet*.



In the modern era, *Warner Bros.* has produced *Batman: Mask of the Phantasm*, *Osmosis Jones*, and *Looney Tunes: Back in Action*. It has also distributed a long line of interesting animation *Happy Feet*, *TMNT*, and *Legend of the Guardians: The Owls of Ga'Hoole*.



Chapter three

Animation for the students of

Sultan Moulay Sliman University

I. Introduction

Fifty random students of Sultan Moulay Sliman University faculty of literature and human sciences in Beni Mellal have been given a questionnaire about animation movies and series. The informants were students of deferent departments not only the English department. The questionnaire was designed to know what anime means to these students and why they are watching anime or why not?

II. Why some students do not watch animation?

About 22% of the informants do not watch animation series and movies for deferent reasons. The majority of them said that anime is only for children because the ideas and topics are just for fun so they do not suit adults; they prefer to watch movies and series casted by human actors, while others think that anime are so aggressive, not funny at all and that some companies produce animation that contains sexual scenes which may destroy our culture.

The problem in these stereotypes is that anime contain more than just comical topics, so it suits adults also ,for example the anime “ Death Note “ tells the story of an ideal Japanese student that has been given the power to kill anyone just by writing his or her name in a black notebook , he started killing criminals for their crimes after a while he start believing that he is the world’s new god of justice, after being declared as a mass-murderer he started killing anyone that ever disagreed with him and that shows the corruption that too much power could do to a nice man.

Hentai is the genre that contains sexual scenes. We shouldn’t judge all anime because of one genre.

This problem is easy to solve just avoid watching it and enjoy watching the other genres .

III. The difference between anime and cartoons

And favourite genres

Almost 18% of the informants that watch animation know the difference between anime and cartoons, while 82% of them do not know the difference. Some of them like watching cartoons like Tom and Jerry, Oggy and the Simpson's for the simple reason of laughing, while the rest prefer anime for various reasons but there are two major reasons:

- ✓ The interesting and unbelievably wonderful stories and topics, for example the anime naruto shippuden this anime's story is about the road to peace through war.**
- ✓ Anime is more realistic than cartoons because of the visual characteristics; anime's characters are well drawn and look more like humans.**

The favourite genres for the female informants are shojo "anime for girls", Moe "anime about little cute girls" like "power girls" and slice of life, while the males agreed on two major genres which are shounen "anime for boys" and slice of life. All the informants didn't heard of some genres but they all agreed that they never heard of the "Hentai" genre and they consider it weird because the majority of them never guessed that there is anime that contains sexual scenes.

IV. why people should watch anime ?

The answers of this question show an interesting among the female students, they said that anime help them feel younger and refresh their souls youth like a fountain of youth.

Some of the informants agreed that anime help them increase their imagination and that it teaches them some values like loyalty and honour, while others consider anime as a drawn simulation of reality's situations that the one might face in his or her life and that it changes their ideas about certain topics.

According to the informants people should watch anime because it is not only for children and it is so educational, joyful and helpful; they should substitute movies by anime and parents should encourage their children to watch anime because it is very educational for example kids will learn how to speak classical Arabic while they are enjoying the anime dubbed to Arabic ,also if a father told his son not to take anything from strangers the kid might do it because he doesn't know the consequences but if he saw a child do that in an anime and then the stranger kidnapped him he will learn to listen to his parents .

V. highly recommended anime series and movie

The informants have been asked to recommend an animation movie and series A lot of them recommended TOM & JERRY as the best animation series to start with but who doesn't know this cartoon, so I took the next highly recommended anime which is HUNTER x HUNTER , I will give you some information about it and I highly recommend it. It got 8,6/10 from 2 226 users according to IMDB rating website.

Plot : Twelve years prior to the start of the story, Ging Freeccs left his infant son, Gon Freeccs, with Gon's aunt, Mito, on Whale Island. Gon, who was told all his life that both his parents were dead, finds out from Ging's apprentice, Kite, that his father is still alive and has since become an accomplished Hunter. Hunters are licensed, elite members of humanity who are capable of tracking down secret treasures, rare beasts, or even other individuals. Gon leaves his home to become a Hunter like his father by taking the Hunter Examination, a series of brutal tests involving skill, survival, and teamwork.

The first *Hunter × Hunter* anime adaptation was produced by the company Nippon Animation and directed by Kazuhiro Furuhashi, who had previously directed the *Rurouni Kenshin* television series.^[33] A total of 62 episodes of *Hunter × Hunter* were broadcast on the Japanese terrestrial television network Fuji Television from October 16, 1999 to March 31, 2001.

A new *Hunter × Hunter* anime adaptation was announced in July 2011. Instead of continuing the story from the OVA series, it restarts the story from the beginning of the manga in an attempt to

adapt it more accurately. The series is directed by Hiroshi Kōjina, produced by Madhouse, scripted by Jun Maekawa, and character designs were created by Takahiro Yoshimatsu. The series began airing on Nippon Television starting October 2, 2011. The anime series used to air on Sunday mornings until October 2013, when it started airing on Tuesday nights from October 8, 2013 onwards, and it is still on-going.

The highly recommended animation movie was *Despicable Me 1&2*, it got 7,7/10 from 251 984 users according to IMDB rating website.

Despicable Me is a 2010 American computer-animated 3D comedy film from Universal Pictures and Illumination Entertainment that was released on July 9, 2010 in the United States. It is Illumination Entertainment's first film. It was directed by Pierre Coffin and Chris Renaud, based on an original story by Sergio Pablos. The film earned positive reviews from critics, and grossed over \$543 million worldwide, against a budget of \$69 million.

Plot: Gru, a supervillain, has his pride injured when an unknown super-villain steals the Great Pyramid of Giza, an action that is described by his colleague Dr. Nefario as "making all other villains look lame." Gru decides to do better, with the assistance of Dr. Nefario, by shrinking and stealing the moon, an idea based on his childhood dream of being an astronaut, which was always discouraged by his mother Marlena.

A sequel, *Despicable Me 2*, was released on July 3, 2013. It is produced by the same team that was behind the first film.

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